5

25

What is claimed is:

- 1. A data structure stored on a computer readable medium comprising:
 - a packet header; and
- a payload having at least one texture unit consisting only of AC coefficients from a single subband of a hierarchical subband decomposed image.
- 10 2. A data structure stored on a computer readable medium comprising:
 - a packet header; and
 - a payload having at least one texture unit consisting only of AC coefficients from all subbands of a decomposition level of a hierarchical subband decomposed image.
 - 3. A data structure stored on a computer readable medium comprising:
 - a packet header; and
 - a payload having a texture unit consisting only of AC coefficients across n subbands, where n represents a number smaller than a number of demposition levels of a hierarchical subband decomposed image.
 - 4. The data structure of claim 3, where n is two.
 - 5. The data structure of claim 3, where n is three.
 - 6. A data structure stored on a computer readable medium comprising:
- 30 a packet header; and
 - a payload having a texture unit comprising bits from a plurality of DC transform coefficients that form a single bitplane.

20

25



- 7. A method for packetizing a hierarchical subband decomposed image having a plurality of decomposition levels, said method comprising the steps of:
 - (a) generating a packet header; and
- 5 (b) generating a payload having at least one texture unit consisting only of AC coefficients from a single subband of the hierarchical subband decomposed image.
- 8. A method for packetizing a hierarchical subband decomposed

 10 image having a plurality of decomposition levels, said method comprising the steps of:
 - (a) generating a packet header; and
 - (b) generating a payload having at least one texture unit consisting only of AC coefficients from all subbands of a decomposition level of the hierarchical subband decomposed image.
 - 9. A method for packetizing a hierarchical subband decomposed image having a plurality of decomposition levels, said method comprising the steps of:
 - (a) generating a packet header; and
 - (b) generating a payload having a texture unit consisting only of AC coefficients across n subbands, where n represents a number smaller than a number of the decomposition levels of the hierarchical subband decomposed image.
 - 10. The method of claim 9, where n is two.
 - 11. The method of claim 9, where n is three.
- 30 12. A method for packetizing a hierarchical subband decomposed image having a plurality of decomposition levels, said method comprising the steps of:
 - (a) generating a packet header; and

CODYYTCH COLUÇO

- (b) generating a payload having a texture unit comprising bits from a plurality of DC transform coefficients that form a single bitplane.
- 13. A method for packetizing a hierarchical subband decomposed
 5 image having a plurality of decomposition levels, said method comprising the steps of:
 - (a) generating a packet header; and
- (b) generating a payload for carrying coefficients, where said
 payload has a payload size that varies in accordance with coefficients from
 a subband or decomposition level of said hierarchical subband decomposed image.